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Amendments To The Claims

Claim 1 (Currently Amended): A method for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising the steps of:

- (a) providing a plurality of events stored in memory on a plurality of client apparatuses, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;
- (b) ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;
- (c) comparing the identifier of the event stored in the memory with an identifier of a scheduled event; [[and]]
- (d) identifying the client apparatuses; and
- [[(d)]] (e) beginning the playback of the event simultaneously on each of the client apparatuses comprising forwarding objects specific for each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match.

Claim 2 (Original): A method as recited in claim 1, wherein the event includes a video and audio presentation.

Claim 3 (Original): A method as recited in claim 1, wherein the event includes at least one of a movie, a concert, and a theatrical event.

Claim 4 (Original): A method as recited in claim 1, wherein the network is a wide area network.

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Claim 5 (Original): A method as recited in claim 1, wherein the memory includes a digital video disc (DVD).

Claim 6 (Currently Amended): A computer program embodied on a computer readable medium for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising:

(a) a code segment for providing a plurality of events stored in memory on a plurality of client apparatuses, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;

(b) a code segment for ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;

(c) a code segment for comparing the identifier of the event stored in the memory with an identifier of a scheduled event; [[and]]

(d) a code segment for identifying the client apparatuses; and

[[[(d)]](e) a code segment for beginning the playback of the event simultaneously on each of the client apparatuses comprising forwarding objects specific for each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match.

Claim 7 (Original): A computer program as recited in claim 6, wherein the event includes a video and audio presentation.

Claim 8 (Original): A computer program as recited in claim 6, wherein the event includes at least one of a movie, a concert, and a theatrical event.

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Claim 9 (Original): A computer program as recited in claim 6, wherein the network is a wide area network.

Claim 10 (Original): A computer program as recited in claim 6, wherein the memory includes a digital video disc (DVD).

Claim 11 (Currently Amended): A system for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising:

(a) logic for providing a plurality of events stored in memory on a plurality of client apparatuses, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;

(b) logic for ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;

(c) logic for comparing the identifier of the event stored in the memory with an identifier of a scheduled event; [[and]]

(d) logic for beginning the playback of the event simultaneously on each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match;

(e) logic for adding additional overlay content with the event content;

(f) logic for recording historic data associated with the simultaneous playback and additional content; and

(g) logic for allowing later playback by supplying just the historic data and the additional overlay content to be cooperated with locally stored event content for later playback of the simultaneous event.

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Claim 12 (Original): A system as recited in claim 11, wherein the event includes a video and audio presentation.

Claim 13 (Original): A system as recited in claim 11, wherein the event includes at least one of a movie, a concert, and a theatrical event.

Claim 14 (Original): A system as recited in claim 11, wherein the network is a wide area network.

Claim 15 (Original): A system as recited in claim 11, wherein the memory includes a digital video disc (DVD).

Claim 16 (Previously Presented): A method as recited in claim 1, further comprising:
adding additional content with the event content;
recording historic data associated with the simultaneous playback and additional content; and
allowing later playback by supplying just the historic data and overlay content to be cooperated with locally stored event content for later playback of the simultaneous event.

Claim 17 (Previously Presented): A method as recited in claim 1, further comprising:
receiving a request during playback of the event by a late arrival client apparatus to participate in the simultaneous playback; and
synchronizing the late arrival client apparatus to the simultaneous playback of the event.

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Claim 18 (Currently Amended): A ~~method~~system as recited in claim [[1]]11,
further comprising:
 logic for identifying the client apparatuses; and
 the logic for beginning the playback of the event simultaneously on each of the
client apparatuses comprises logic for forwarding objects specific for each client apparatus.

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